

Megadisk contains a fast loading system for the 1541 disk drive, and a collection of routines which will transfer many fast loading tape programs to disk. Please read the following notes before using any of the programs on the disk.

1. FAST LOADING SYSTEM

The loader is supplied in two forms.

a) Filename "FAST" : This version is designed for general programming use. Once loaded and RUN the loader is linked into memory, and programs may be loaded at high speed using the normal syntax. Run/Restore will disable the load link. To re-enable the fast loader, enter: POKE 816 , 192 : POKE 817 , 2 . "FAST" may be added to your disks with the normal SAVE "Name",8 command. Memory occupied: \$ 0200 - \$ 02FF and kernal ram.

b) Filename "@" : This is a booted loader designed especially for fast loading of your games programs. The loader is contained in the SERIAL FORMATTER (see later), and may be added to each of your disks using the option contained in that program. This is how to fast load a program using the "@" loader:

Say the program to be fast loaded has the name "TEST" . Enter:

LOAD "@*TEST", 8, 1

The fast loader will load in, the screen will clear, there will be a short delay, and then the program selected will load in at high speed. Total loading time is reduced by a factor of up to five times, depending on the length and type of program. The loader will handle a wide range of program types, although owing to inevitable memory conflicts, not all games will successfully fast load.

If you wish, either of the fast loaders may be renamed, but "@" MUST only be renamed to a single character, or it will not operate.

2. CONVERTER

This program will convert many programs which have been transferred to disk using our "DISKUS 1" utility, allowing them to be fast loaded. To use the program:

- a) LOAD "CONVERTER",8,1 and enter NEW (return)
- b) Insert the disk containing the program to be converted.
- c) Enter SYS 49152 "NAME*",8

A file will be placed on the disk with the same name as the original file, but prefixed with the "←" character. This is a fast-loadable version of the original. By no means all Diskus 1 conversions will successfully fast load, regrettably, though the number is worthwhile. Note; if you have the later version of Diskus 1 (filename "DISKUS 1.2), then conversion is unnecessary, and programs, where applicable, will fast load with "@" without using the above procedure.

3. SERIAL FORMATTER

This utility will format your blank disks at high speed. It also has options to a) format and add fast loader, and b) just add fast loader to your disk(s).

4. LARGE FILE COPY

Many file copiers will not handle very long programs. This utility will copy a single program file of any length from disk to disk (single drive). Particularly useful for transferring the programs you will have on disk after using our fast loader transfer routines (see later).

FAST LOADER TRANSFER ROUTINES

The suite of fast-loader transfer routines is accessed via a control menu, filename "MASTER MENU". The screen display is a list of all the modules available. Press the appropriate key to select the module you require, and follow the on-screen prompts.

The major routine on the menu is entitled "NOVALOAD". This will transfer nearly all Novaload programs to disk (US GOLD, OCEAN, etc). Note that the routine will not work with those novas which have a flashing border after the main section has loaded.

The routine "single pavload" will transfer a few early pavloaders which run from basic. Tested examples are STRIP POKER, MONTY MOLE. If the screen clears with 'ready' while using this routine, enter SYS 302 , which may continue the transfer.

The routine "multipav", will transfer many Ocean , and several Melbourne House pavloaders.

The remainder of the routines are specific to the named title. Many of these routines are individually protected, and special deprotection has been incorporated to ensure that they will run when loaded from disk.

To reload a transferred program, use LOAD "name",8,1 or LOAD "@*name",8,1 if you are using the "@" loader. ALWAYS use the secondary address (,1)

IMPORTANT POINTS

- a) Many fast loaders are very long indeed (200-240 blocks). Ensure that there is plenty of room on your output disk before commencing transfer.
- b) All transfer is automatic. Don't touch the tape or the drive until all is quiet. There may be several seconds delay between transfers of files from multipart programs. Reset the computer when transfer is complete.
- c) The fast loader "@" must be present on each disk which contains programs which you require to be fast loaded. Occasionally the drive motor will not switch off after fast loading a program. Turn the drive off if this occurs.
- d) Ghostbusters will not run unless a tape deck is plugged in before loading. The Hobbit may not run if fast loaded. Enter SYS 40704 if this occurs.
- e) Jungle Quest will only load with "@"
- f) Renaming: where a program is in more than one section, you may rename the first file (the one without the prefix) but you must not rename the other file(S) associated with that program.
- g) Programs transferred with "Multipav" may not be fast loaded.

This is the final version of Mega-disk. No further routines will be added. If your personal favourites are not included then I am sorry. I am currently working on Mega-disk 2 . Retain this sheet. It entitles you to a discount when this becomes available. I regret I cannot advise on individual titles. Thank you for purchasing Mega-disk.

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